DrawTalking Language Info

Naming Object Mechanics:

- Method 1
    - hold object with your finger and tap a word in the transcript view with the pen
    - create a text object by holding the background with your finger
    - create a number object by holding with background with your finger and tapping a number in the transcript view with the pen
- Method 2
    - tap objects with finger + speak "This is/that is/these are/those are <noun>" to label an object with a noun
    - tap objects + speak "This is/that is/these are/those are <adjective> <noun>" to label an object with a noun and an adjective
    - tap objects + speak "This is/that is/these are/those are <adverb> <adjective> <noun>" to label an object with a noun and an adjective, and the adverb describes the adjective
    - *no passive tense (Verbed by noun)

Useful Patterns:

Basic Sentences:

- Use "The" to refer to specific things. Use "a"/"an" to refer to random things. Omit either, and usually it will be treated as referring to random things.

e.g.
- The dog jumps
    - A specific dog jumps upwards
- The frog hops on a pad.
    - A specific frog hops on a random pad.

Conjunctions:

Something AND something else -> events happen simultaneously

Sequencing:

Something AND THEN something else -> events happen sequentially
* use the verb **stop** or **stop <verb>ing** to end infinite actions such as "moving right," which have no definite ending

e.g. The dog and the cat jump onto the bed and then the cat jumps onto the floor

Timing (in seconds)

<something verbs> "every # seconds" or "for # seconds"

Repetitions (# times)

twice, # times

Infinitely-Repeating Events

- over and over
- repeatedly
- infinitely
- forever
- endlessly

e.g. Forever the dog jumps two times and then the cat jumps => these two events will happen in order and then repeat
e.g. The dog jumps and then the cat jumps forever => the dog jumps once and then the cat will jump forever, without repeating the beginning

Trigger/Responses:

- **When** (something does something / something happens) (something else happens)

This is used to define behaviors for all things with specific labels, or for specific things.
e.g. When dogs jump on beds, dogs destroy beds
e.g. When lights flicker lights disappear for 0.5 seconds and then lights appear for 0.5 seconds
e.g. When ghosts appear, the villagers jump

- **After** (something does something / something happens) (something else happens)
  - ... if the trigger event is at the end of an event
- **As** (something does something / something happens) (something else happens)
  - Use if the trigger should be continuous
  - e.g. As dogs overlap with cats cats jump

Verbs

Movements

- **jump**
  - can be combined with target (on, beside, under, between)
- swim
  - can be combined with target (on, beside, under, between)
- dive
  - * under
- pounce
- **move**
  - up, down, left, right

- run
  - up, down, left, right
- fall (down by default)
  - up, down, left, right
- climb
- **follow**
- attract, repel
  - source objects pull target objects to them, repl does the reverse

Rotations

- **rotate**
  - clockwise, counterclockwise
- **revolve**
  - around something

Retrieval

- give, bring, take
  - (something to someone/something)
- get
  - (something)
- throw (something to someone/something)

State Changes

- **create/make/spawn/copy/clone/duplicate**
  - "create" will place the object in the center of the screen.
  - "create at" will paste the object at the location of multiple objects you specify
- **appear/reappear. disappear**
- **destroy, demolish, delete**
  - something must destroy a target. e.g. the dog destroys the couch
- **teleport/warp**
  - object teleports **to** another object
- **transform**
  - "transform into" <a thing you've saved> or <a thing on the canvas>
- **stop**
  - stop + <verb>ing to stop a particular action
- **become**
  - Another way to attach adjectives to objects, but using speech-only or automatic commands instead of touching + speaking
- attach, detach
  - Attach or detach an object to another in a hierarchy

Numerical

- increase/increment, decrease/decrement, multiply, divide
  - (label of a number thing + <operation> + by + number) to operate on that number
- equal
  - sets a number to the value e.g. X equals 5.2
- activate, deactivate

○

Miscellaneous

- shiver
- shiver
- oscillate

Special Verbs

These occur only as a result of user input or changes in the world, and cannot be commanded
- collide
  - upon start of a collision or end. Useful for trigger/responses
- overlap
  - as long as a collision is happening. Useful for continuous checks, but less common.
- press, select / release
  - Useful for creating events when pressing and releasing a button you've made
- exceed (used to check if a number has a value greater than a given value)
  - e.g. when the score exceeds 10, do something

Special Nouns

- I
  - If you need some object to perform an action, but have no objects, you can use "I" for an always-there invisible object
- view
  - Say "the view follows <something>" to have the camera track the object.
  - Say "the view stops" to untrack

Adjectives (persistent properties on an object)

fierce	2.5
energetic,	2.0
hyper,	2.0
swift	2.0
excited	1.9
speedy	1.5
quick	1.5
fast	1.5
happy	1.5
slow	0.5
sluggish	0.5
unhappy	0.5
sad	0.5
lethargic	0.1
tired	0.1
labored	0.05

strained 0.05
exhausted 0.05
motionless 0.0
immobile   0.0

Special Adjectives

- finished
    - prevents you from drawing on an object
- unfinished
    - lets you draw on an object again.
- static
    - an object is frozen to the screen and cannot be edited, only pressed. This is useful if you want to create user interface elements such as buttons on the screen.
- dynamic
    - unfreezes an object from the screen and can be edited
- new/unique
    - When you say to do an action to a "new" thing over and over, the system will try to find new objects to move to next. e.g. "Over and over the dog brings a new ball to <somewhere>"

magnitude words:

(use these to strengthen the adjectives. You can say them repeatedly to make them even stronger. e.g. "very very, ...") - adjectives on objects as well as these words can be removed dynamically

too   3.0
overly 3.0
excessively   3.0
extraordinarily 2.6
exceedingly   2.6
contagiously   2.2
completely 2.0
absolutely 2.0
entirely   2.0
fiercely 1.96
extremely 1.9
super   1.8
really   1.8
very   1.8
abundantly 1.8
fairly   1.7
moderately 1.0
somewhat   0.45

slightly   0.29
barely   0.09
marginally 0.0
doubtfully 0.01

Adverbs (one-time effect on verbs)

fiercely   2.5
strenuously 2.4
energetically 2.0
hyperactively 2.0
swiftly   2.0
spryly   1.9
excitedly   1.9
speedily   1.5
quickly   1.5
quick   1.5
fast   1.5
happily   1.5
slow   0.5
slowly   0.5
sluggishly   0.5
unhappily   0.5
sadly   0.5
sluggish   0.5
lethargically 0.1
tiredly   0.1
exhaustedly 0.05
laboriously   0.05
antigravitationally 0.01